ELECTRONIC ARTS™

NTSC U/C

PlayStation®

SLUS-00739

CONTENTS

STARTING THE GAME 3
CONTROL SUMMARY 4
INTRODUCTION 5
GETTING STARTED 6
- CRIME WAR 6
- PRECINCT ASSAULT 8
- OPTIONS 10

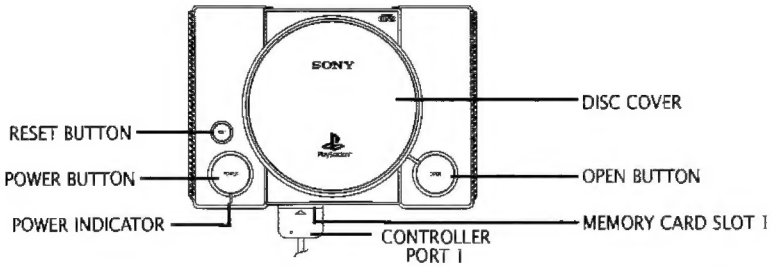
PLAYING THE GAME 11
- PLAYING CRIME WAR 11
- PLAYING PRECINCT ASSAULT 16

BATTLE FOR THE BASIN 23
SAVING AND LOADING 25
CREDITS 26

➢ **For more info** about this and other titles, check out Electronic Arts™ on the web at **www.ea.com**.

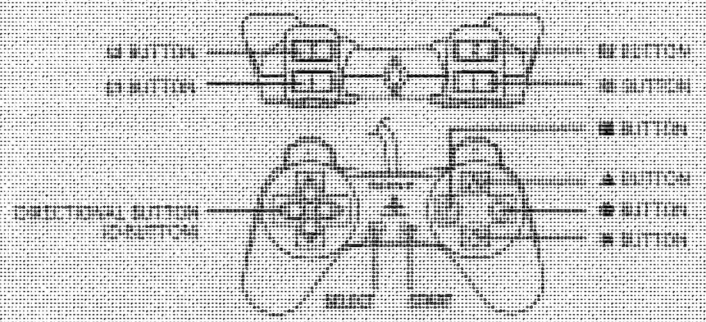
THIS PRODUCT IS NOT ENDORSED BY OR ASSOCIATED IN ANY WAY WITH THE LOS ANGELES POLICE DEPARTMENT.

STARTING THE GAME



1. Set up your PlayStation® game console according to the instructions in its Instruction Manual. **Make sure the power is OFF before inserting or removing a compact disc.**
2. Insert the *Future Cop:™ L.A.P.D.* disc and close the Disc Cover.
3. Insert game controllers and turn on the PlayStation game console. The opening video sequence begins, followed by the *Future Cop: L.A.P.D.* Title screen.
   - If you want to bypass the video sequence, press **START**.
4. The Title screen remains onscreen for five seconds, then the Main menu appears. (➢ *Main Menu* on p. 6.)

CONTROL SUMMARY



The following are the default controls for Cop Car LA PD:

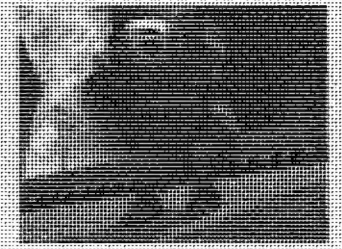
COMMAND	WALKER ACTIONS	HOVERCAR ACTIONS
D-Button Up	Walk forward (Slower)	Fly forward (Slower)
D-Button Down	Walk backward (Slower)	Fly backward (Slower)
D-Button Left	Turn left (Slow)	Turn left (Slow)
D-Button Right	Turn right (Slow)	Turn right (Slow)
■	Turn Hover Walker left	Turn Hovercar left
●	Turn Hover Walker right	Turn Hovercar right
✕	Fire Gun	Fire Gun
●	Fire Gun	Fire Gun
▲	Jump	Brake
L1	Select	Select
R1	Change Gun	Change Gun
L2 / R2	Strafe left / right	Strafe left / right

L1 + R1	Transform to Hovercar	Transform to Walker
L1 + L2 / R1 + R2	Wide View (Hovercar)	N/A
L1 + ▲	Flare	N/A
L1 + L2 / R2	Flare left / right	N/A

INTRODUCTION

Welcome to Police Cop LA PD, where you patrol the streets and the skies as police officer Jack Hunter in two unique vehicles. In Cop Car, you are off a cheaply powered, yet cool-looking hovercar. Use it to patrol the streets, chase down criminals, and fire weapons at them. In Walker, you are a mechanized, armed and armored walker that can take your opponent on a mechanical, and very strong, level.

BACKGROUND



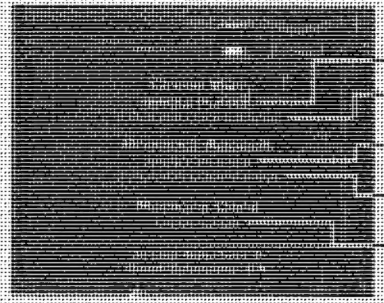
During the 21st century, world-wide depression, crime, and a lack of resources brought the city of Los Angeles, California, to almost going bankrupt and completely ceasing to exist. The town council, the city and internal board of directors realized that the town had to be saved and preserved the best and cheapest way possible.

Enter the LAPD, the best and most advanced police force ever created. Its sole purpose is to protect the citizens and to the city of Angeles from being garage. Considerably large and well-maintained LAPD force was sought to bring back the short-lived glorious days of yore, as the crime rate and crime ground to a halt.

The town council, the city and the board, with the help of the most technologically advanced robots, the most trained, the TRC Tactical Assault & Combat X-1 Robot, and armed with some state-of-the-art firepower, you are going to defend the Santa Monica, Pacific, ... and Central

GETTING STARTED

MAIN MENU



- SELECT A ONE PLAYER CRIME WAR
- SELECT A COMPETITIVE TWO PLAYER CRIME WAR
- SELECT A ONE PLAYER FIGHT MODE
- SELECT A COMPETITIVE TWO PLAYER FIGHT MODE
- LOAD A SAVED GAME

* To select an option, D-Button ↑↓ to highlight it then press ■.

NOTE: Saved games are able to hold data for 100 years.

CRIME WAR

* To begin a Crime War game, select **SINGLE PLAYER** or **2 PLAYER COMPETITIVE**. The Crime War Intro sequence plays the first time you the system is switched on, then the Setup screen appears.

SETUP SCREEN

You can adjust your game skill select difficulty level from the Setup screen.

To adjust your game:

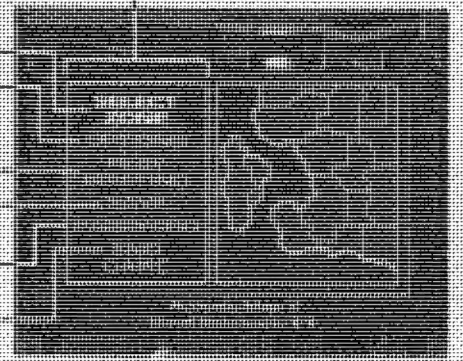
1. Highlight **DIFFICULTY** on the Setup screen, and press ■.
2. D-Button ↑↓ to move through the options, and D-Button ← → to move to the next screen.
3. Press ■ to confirm the option you've selected.

To select a difficulty level:

1. D-Button ↑↓ to highlight **DIFFICULTY** on the Setup screen.
2. D-Button ← → to highlight either **NORMAL** or **DIFFICULT** and press ■ to confirm your selection.

* To continue to the Crime War Zone Select screen, D-Button ↑↓ to highlight **READY** and press ■.

CRIME WAR ZONE SELECT SCREEN



To select a zone:

1. Highlight **SELECT ZONE** and press ■. The Zone Map becomes active.
2. On the Zone Map, D-Button ← → and ↑↓ to move through the available zones, and press ■ to select a highlighted zone. The Zone Briefing screen appears for Zone Briefing see p.11.
3. After the Zone Briefing plays, the Weapon Select screen appears.

WEAPON SELECT SCREEN

The Weapon Select screen allows you to customize your arsenal for the zone you will be entering. As you progress through the game, more hardware becomes available. You can pick the weapons that are most appropriate for a given zone.

- D-Button ↕ to select a weapon type, D-Button ↔ to select a weapon.

GUN	Low-powered weapons such as guns and flamethrowers.
HEAVY	Medium-powered weapons such as missiles and lasers.
SPECIAL	High-powered weapons such as mines and mortars.

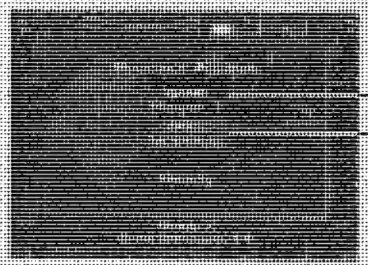
NOTE: The number that follows each weapon type represents the number of choices available. This number increases as you progress through the game.

- To accept your weapon selection, highlight **READY** and press ✖. Your Crime War game begins. (→ Playing Crime War on p. 11.)

PRECINCT ASSAULT

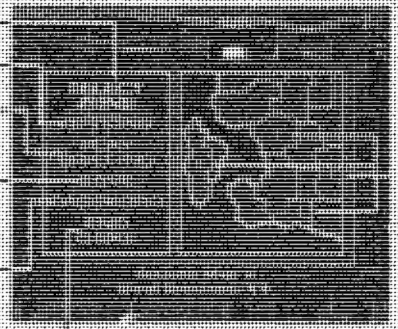
- To begin a Precinct Assault match, select SINGLE PLAYER or 2 PLAYER COMPETITIVE. The Precinct Assault intro video plays the first time after the system is powered-on, and is followed by the Pilot Setup screen. Press ✖ to advance to the Setup screen.

SETUP SCREEN



- To continue to the Precinct Assault Zone Select screen, D-Button ↕ to highlight READY and press ✖.

PRECINCT ASSAULT ZONE SELECT SCREEN



To select a zone in Precinct Assault:

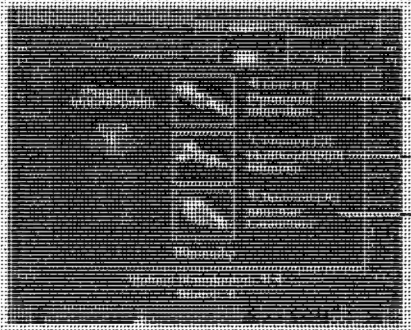
1. Highlight **SELECT ZONE** and press ✖. The Zone map becomes active.

   On the Zone map, D-Button in any direction to cycle through the available zones, and press ✖ to select a highlighted zone.

   If you've completed any of the ten difficulty levels in the zone, the Select Level of Play menu appears. D-Button ↕ to highlight a difficulty level (1–10) and press ✖. The Weapon Select screen appears.

WEAPON SELECT SCREEN

(→ Weapon Select Screen, p. 31)



- To accept your weapon selection, highlight **READY** and press ■. (See Pressed Sound guide begins (→ Playing Pressed Sound, p. 18).)

OPTIONS

OPTIONS SCREEN

- To access the Options screen, select **OPTIONS** on the Zone Select screen.
- To highlight an option, ↑/↓ Button ↑↓.

VOLUME	To adjust the volume level of the SOUND FX, MUSIC, and VOICE, ←/→ Button ←→.
SOUND MODE	Toggle **STEREO** or **MONO**.

NOTE: The Controller options only appear in Stereo mode.

CONTROLLER OPTIONS	Highlight **CONTROLLER OPTIONS** and press ■ to access the Controller Options Screen. On the Controller Options screen, ↑/↓ Button ↑↓ to select Walker and Shooter controls, and ←/→ Button ←→ to select from any of the pre-set configurations. Press ■ to return to the Options screen.

NOTE: In two player mode, only the player who selected **CONTROLLER OPTIONS** accesses the Controller Options screen.

NOTE: Analog controllers must be set to digital mode to play Pressed Sound and Crime War.

IN-GAME OPTIONS

- To access the in-game options, press **START** during gameplay, and press **SELECT** at the Pause screen.

VOLUME	To adjust the volume level of the SOUND FX, MUSIC, and VOICE, ←/→ Button ←→.
SOUND MODE	Toggle **STEREO** or **MONO**.
QUIT	Press ■ and toggle **NO** or **YES**.

PLAYING THE GAME

The following explains the play mechanics for Crime War and Pressed Sound.

PLAYING CRIME WAR

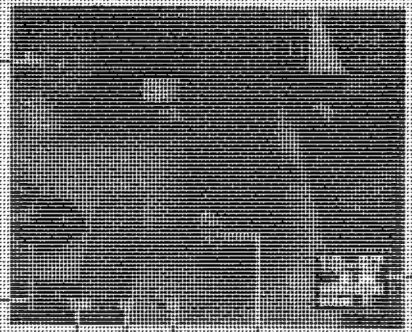
In Crime War, you must eliminate the criminal element in Tom's selected zone, before they can eliminate you.

ZONE BRIEFING

The Zone Briefing screen shows you a map of the zone, a general level outline, the objectives you must complete, and the enemies you will encounter. Press ■ to advance to the Weapon Select screen (→ Weapon Select Screen, p. 31).

SURVIVING IN THE STREETS

[illegible]

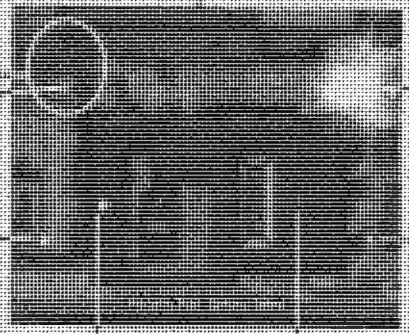


[illegible]

CRIME WAR MAP SCREEN

[illegible]

- To view the Crime War Map screen, press **START**.



RADAR

The radar displays the approximate location of enemies and items in the immediate vicinity.

ICON	REPRESENTS	ICON	REPRESENTS
White Triangle	Player	Green Circle	Item Dropped
Red Dot	Enemy	Green Dot	Enemy Weapon, Ammunition, Grenade
Red Triangle	Enemy Vehicle	Yellow Triangle	Helicopter
Red Diamond	Enemy Jeep	Blue Triangle (Off-road)	Jeep

VIDEO DISPATCH WINDOW

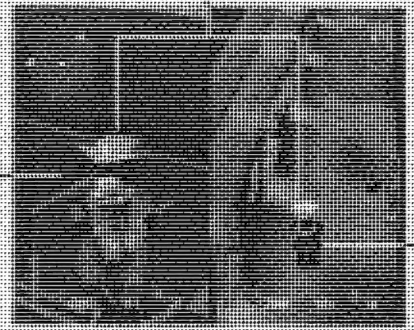
Upon entering a case, the Video Dispatch Window appears in the lower right corner of the screen. It appears in conjunction with the original file, ready to video important information.

DISPATCHER

Throughout your case, the dispatcher will contact you with information regarding the LA PD's hunted dispatch. The dispatcher will be the voice you hear when you are in your car, and will be your contact, providing you with leads on your case.

COOPERATIVE MODE

In Cooperative mode, two players work in tandem to bring down the bosses and street rats in LA. To work cooperatively, you connect back to the Network Network, you distribute the street cases you've worked, and your partner's back.



THE GANGS

Each level in Crime Time is controlled by a notorious and powerful gang, determined to make your career on the force a living hell. Here's a rundown of the various gang leaders and the street they occupy in the LA Basin area.

Griffith Park – Home to the Mexicano Gang, this park and surrounding area is a hotbed of activity. Known for its drug trade, Mexicano Mexicano is used to getting what he wants. To this end, he has used his wealth to develop powerful alliances with gangs and street rats, and has created a formidable American Legion (GA) as a force of arms. Now, after having waited for the time to be right, he is ready to take control of the Los Angeles area. Not only does he want to control the drug trade, he wants to be the Los Angeles mafia. Our cops are out to put a stop to his evil ways.

Santa Monica – Dr. Santa Cruz, the king of designer drugs, is the power broker in this area of the city. Rich and powerful, he controls the drug trade in Santa Monica and has strong ties to the Mexicano Mexicano. Dr. Santa Cruz's drug empire is based on designer drugs, and he is well connected in the upper echelons of the city. Perhaps this is why, unlike other gangs, he is not currently hunted and the authorities are not pressuring cops in the vicinity of the town.

La Mesa Del Mar – Ah, the Mesa. Today, this area is still home to a thriving community, and the collapse of the Rodeo Drive trade has not been a factor. Why, then, is this a high priority area, and why do we need to be in "gear"? The answer is simple: the Mesa is home to a number of street rats, and some of them are hunted by the Mexicano Mexicano. Mexicano Mexicano is a dangerous character.

Venice Beach – Venice Beach is dominated by the Da Tana family, one of the most powerful crime families in the city. The family has a reputation for dealing in drugs of all kinds, and is also involved in gambling, prostitution and money laundering. Although, though, the Da Tana, the most well known figure in the criminal underworld, has a personal vendetta against the LA PD, as well as their officers. However, considering possible risks, they have "Cooled" his arrest.

Hell's Gate Prison – Hell's Gate is one of the most infamous prisons in the United States. Its walls are home to over 10,000 people and currently houses 300 people who are hunted by the LA PD. Many of these people are actively involved in the running of Hell's Gate Prison, serving as drug lords in the prison system. However, there are also a number of gangs, including the Mexicano Mexicano, who are trying to take control of the facility. If these criminals succeed, more and more gangs will be able to

Studio City – The underworld of Studio City is home to [illegible], a brilliant though deranged scientist, who has subjected himself to a series of experimental mutations. At one time, he developed weapons for the government, but when his ideas were considered too extreme, he retreated underground to continue his experiments. Vowing revenge on the surface world, he has used his advanced knowledge of chemistry, nuclear physics, and genetics to develop a [illegible] toxin capable of wiping out all life in Los Angeles. [illegible] has also experimented with deadly nuclear waste, littered throughout the underground, to create a powerful mutant army.

LAX Spaceport – Professor [illegible] is the leader and financier of an amoral scientific group that performs horrific experiments to turn human beings into grotesque monsters. With the help of members of the other LA Crime gangs, [illegible] has now seized control of the LAX Spaceport and seeks to monopolize control of all commodities that enter into the LA Basin. He intends to use this control to generate capital that will allow him to continue his pursuit of scientific insanity.

Long Beach – Deep within the heart of the LBC, rests [illegible], an advanced technology compound owned by [illegible] Leach. With the help of his high-tech cronies and [illegible], [illegible], a super computer of unparalleled intelligence, Leach has begun an assault on the banking records, stock transfer protocols, and security communications of the Greater Los Angeles area. And within a matter of hours, he will control the economy of the entire region.

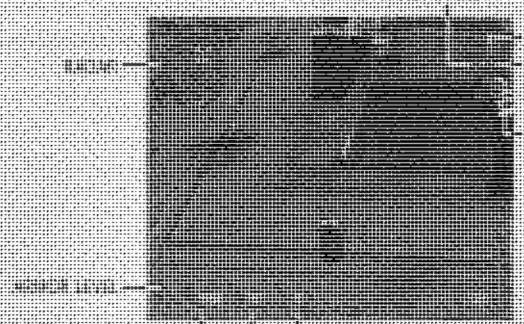
PLAYING PRECINCT ASSAULT

Precinct Assault is unique in concept and design. Two competitors, designated as the Red team and the Blue team, engage in a strategic battle, the ultimate goal of which is the successful invasion of an opponent's base.

SINGLE PLAYER PRECINCT ASSAULT

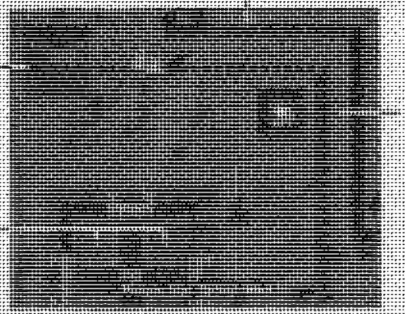
In Single Player Precinct Assault, you battle Sky Captain, an Artificial Intelligence opponent. Each of the four playable zones consists of ten levels, beginning with level one, and with each victory, you begin the next level at a progressively higher difficulty level.

PRECINCT ASSAULT GAME SCREEN



PRECINCT ASSAULT MAP SCREEN

The Precinct Assault Map screen displays the location of the various forces on the battlefield.



- To leave the Precinct Assault Map screen and pause the game, press **START**.

NOTE: Pressing **START** on a 3-Player Campaign Precinct Assault match brings up the PAUSE screen. Not both are pause the game. Press **SELECT** on the Precinct Assault Map screen to pause the game.

SCORING AND SPENDING POINTS

Every play is dependent upon a Precinct Assault. Once that you bring enemy forces or capture neutral forces, you gain points. Use these points to purchase new units and build up your own forces.

NOTE: Enemies you destroy or Neutrals you capture, you return to the control area of your base, or a new Hub for a point of Opacity.

Unit Type	Cost to Build	Supply Points Gained
Power Tank Squad	1	1
Power Tank Unassigned	1	1
Jet Chopper Squad	1	1
Jet Chopper Unassigned	1	1
Recon Squad	[illegible]	1
Flying Fortress	[illegible]	1
Walker	[illegible]	[illegible]
Heavy Tanks	[illegible]	1
Neutral Forces	[illegible]	1
Neutral Buildings	[illegible]	[illegible]

BUILDING YOUR FORCES

[illegible]

GENERATORS

[illegible]

- [illegible]

[illegible]

[illegible]

After you accumulate fifty or more points, you gain two more types of generators that allow you to build Dreadnoughts and Flying Fortresses.

A DREADNOUGHT IS A STRONGER VERSION OF THE POWER TANK. IF IT ENTERS THE CENTRAL AREA OF YOUR ENEMY'S BASE, YOU WIN.

THE FLYING FORTRESS IS A LARGER, MORE POWERFUL VERSION OF THE JET CHOPPER.

NEUTRAL FORCES

In addition to the Red and Blue forces, each battleground contains neutral (Green) forces that either team may claim.

Turrets

Turrets are mounted cannons that blast any enemy forces within the immediate vicinity.

- To claim a neutral turret, stand near the turret and press LT. The turret's color changes to match your team.

Each time you claim a neutral turret, you gain one point and some extra firepower.

Outposts

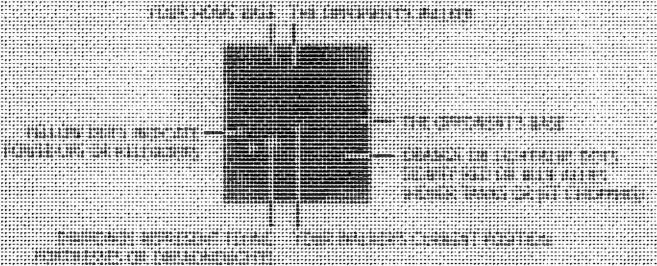
Outposts are neutral bases that you can seize to expand your territory and production capabilities. There are four outposts in each battleground. However, there is a cost of 20 points to take control of an outpost.

- To claim a neutral outpost, stand near the Outpost generator near the entrance, and press LT.

Once you establish an outpost, you gain the ability to produce Power Tanks and Jet Choppers in the area, although at slightly higher point cost. (➜ Scoring and Spending Points on p. [illegible].) Additionally, all outpost turrets become permanently friendly.

RADAR

The radar is a useful tool for keeping your bearings in a zone. The radar displays your current position in relation to the opposing team's base, as well as the location of any forces in the immediate area, which can be distinguished by their color: Red, Blue, or Green (neutral).



STEALTH POWER-UP

In addition to the standard power-ups (➜ Power-Ups & Pickups on p. [illegible]), you can find a special Stealth power-up in Fusion Assault.

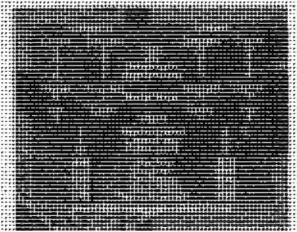
THE STEALTH POWER-UP TEMPORARILY RENDERS YOUR CHARACTER COMPLETELY INVISIBLE TO THE ENEMY PLAYER, THE ENEMY'S RADAR, AND LOCK-ON WEAPONS.

WINNING THE MATCH

Victory is achieved when a Power Tank from one team successfully enters the central area of the opposing team's base.

NOTE: [illegible]

Upon completion of a Precinct Assault match, the Results screen appears. The Results screen provides a detailed breakdown of various statistics recorded in the match.



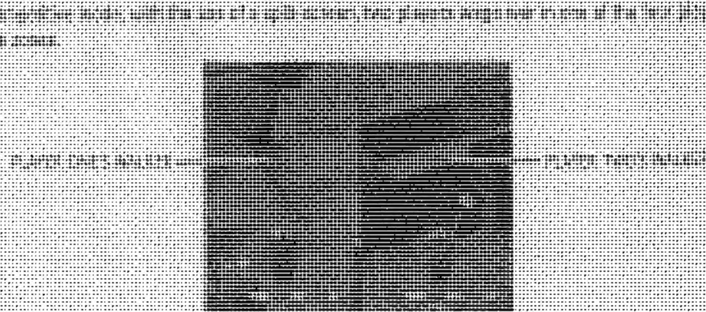
- To continue the game, press **START**.

  If you win a Single Player Precinct Assault, you continue to the next level of difficulty. If you lose, you replay the current level in the game.

- To return to the Precinct Assault Level Select screen, press **SELECT**.

2 PLAYER COMPETITIVE MODE

In Competitive mode, with the use of a split screen, two players wage war in one of the four playable game zones.



BATTLE FOR THE BASIN

THE TAC X-1 ALPHA

The streets of Los Angeles are some of the toughest you're likely to encounter. Luckily you'll be patrolling them in the comfort of the TAC X-1 Alpha, a revolutionary miracle of modern science, with the ability to transform into two unique vehicles: the Walker and the Hovercar. This state-of-the-art patrol unit is extremely durable, armed to the teeth, and capable of handling the worst the gangs have to offer.

WALKER

Offering a rich blend of firepower and maneuverability, the Walker is the perfect choice for high-risk situations and shootouts. It is fast and has the ability to jump to higher or lower levels.

HOVERCAR

This sleek vehicle can be [illegible], floating several feet above the ground. It is extremely fast, has the ability to rotate in place, and can hover over water. The Hovercar is ideal for traveling over obstacles such as streams and under some obstacles.

THE ACTION BUTTON

Within each zone, you'll encounter many switches, levers, and platforms.

- To activate a mechanism, stand close to the unit and press L2.

  The result of pressing the Action button is not always obvious, so explore the area to find a deactivated energy field or open doorway.

  When playing as the Walker, you can use the Action button as a walk modifier. If you travel on a ledge or raised platform, press and hold the Action button to prevent the Walker from falling off.

CHANGING TARGETS

As a state-of-the-art vehicle, the X-1 Alpha is equipped with an automatic targeting system that locks on to enemies in the nearby vicinity. When the red beam appears, any ammunition that is fired locks onto the target. However, in situations where multiple enemies abound, press **R1** to lock on to the enemy or threat of your choice.

POWER-UPS & RELOADERS

[illegible]

[illegible] opens an invulnerability shield. The shield lasts for a short time, after which it disappears.

[illegible] accumulates bullets in the weapon until it fires a full clip.

- To activate a power-up, shoot it. Take the power-up and press the Action button.

NOTE: In Twisted Metal 2, power-ups are available in multiplayer, in Cyber Mayhem, and in Arcade mode.

NOTE: In Single Player Game Mode in Twisted Metal 2, sometimes you may find a Power-up Power-up. The power-up is only valid for 1 Game and then Power-up Power-up is lost.

SAVING AND LOADING

To save a Game Mode in Twisted Metal 2 single player only game:

1. Insert a memory card into memory card slot 1.
2. Highlight SAVE on the Game Select screen and press ■. The Save Game screen appears.
3. Highlight the highlight to empty save file or overwrite a saved game, and press ■.
4. To cancel the saved game, Triangle / Triangle (Square) and Triangle / Triangle (Square) or highlight a save file and press ■. The Game Select screen appears.

To load a saved Game Mode in Twisted Metal 2 single player only:

1. Insert a memory card with the saved game into memory card slot 1.
2. Highlight LOAD GAME on the Title screen, and press ■. The Load Game screen appears.
3. Highlight the highlight to saved game, and press ■.

NOTE: Game Mode in Twisted Metal 2 cannot be saved or loaded in Cyber Mayhem.

PASSWORD SCREEN

The Password screen allows you to continue a Cyber Mayhem single player Twisted Metal game without the memory card.

To find a password:

1. Complete a level in Cyber Mayhem single player Twisted Metal. The Game Select screen appears.
2. Highlight PASSWORD on the Game Select screen, and press ■. The Password screen appears.

The current password appears along the bottom of the Password screen.

To enter a password:

1. Highlight PASSWORD on the Game Select screen, and press ■. The Password screen appears.
2. On the Password screen, Triangle / Triangle (Square) and Triangle / Triangle (Square) to move to the next space.
3. When the appropriate password is entered, press ■ to continue and select the